



SPACE
CHANNEL
5TM
Part 2

SEGA[®]

SONY



COMPUTER
ENTERTAINMENT[®]

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

SCES-50612

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 161KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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SPACE
CHANNEL
5
Part 2

ENGLISH

Get Ready To Groove With Ulala!

After thwarting the invasion plans of the evil Morolians, Ulala returned to her normal life and her regular job as a junior TV reporter on Space Channel 5.

But life for a 25th Century girl can still be tough. Ulala spends her days being shouted at by her boss, Fuse, regardless of how hard she works, and at the moment her dream of becoming the best reporter in the galaxy seems further away than ever.

But without warning, Space Michael, the Chief Director of Space Channel 5, appears with the news Ulala has been waiting for! A mysterious dancing group is kidnapping innocent humans by forcing them to dance!

Space Michael wants Ulala on the scene right away to report on events as they unfold. And while she's there, maybe she can put her funky dancing skills to good use and save mankind - again!

Setting Up

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the Console) is turned OFF. Attach game controllers / other accessories as appropriate, BEFORE you switch your Console on. It is advised that you do not insert or remove accessories once the power is turned ON.

Now turn the Console ON at the MAIN POWER switch and press the  / RESET button. When the  indicator lights up green, press the  button and the disc tray will open. Place the SPACE CHANNEL 5™ - PART 2 disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the  / RESET button again before commencing play.

It is recommended that you select your preferred language from the PlayStation®2 System Configuration before commencing play. Choose from English, French, German, Spanish or Italian.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been

taken from pre-completion screens that differ slightly from those in the finished game.

Memory Card (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved SPACE CHANNEL 5™ - PART 2 data. Make sure there is enough free space on your Memory Card before commencing play.

NOTE: A minimum of 161KB of free space is required on a Memory Card to create a save file.

Directional Buttons - Movement

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons only, unless stated otherwise. In order to use the left analog stick, the Analog Controller (DUALSHOCK®2) must be in analog mode (indicator: red).

NOTE: A digital controller can be used, but the vibration function and the function of the left analog stick will not be available.

Menu Navigation

↑, ↓, ← or →:	Move Up/Down/Left/Right
⊗ button or ⊙ button:	Confirm/Select
△ button or ◻ button:	Cancel/Previous

Getting Started

The first screen displayed on boot-up is the 50/60Hz Selection Screen, where you may choose whether to view the game in 50Hz or 60Hz mode. If you are not sure whether your TV supports 60Hz, select Test. If the display is presented correctly the 60Hz mode can be chosen. Press the ⊗ button to confirm.

A short introductory sequence will be displayed. Press the  button to skip the introductory sequence and access the Title Screen, press the  button again to access the Main Menu.

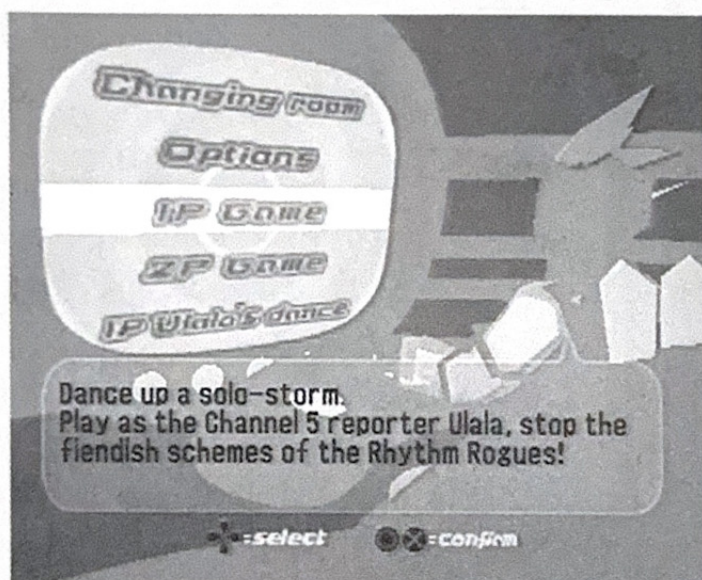
Saving and Loading

In order to save and load game data, insert a Memory Card into MEMORY CARD slot 1 before you turn your Console on. On boot up, any saved options and game data present on the Memory Card will autoload. Data can also be loaded by selecting Load from the Options Menu.

During the game, data is automatically saved when:

- Save and End is selected from the Pause Menu or the Continue Menu
- A report is successfully cleared
- 1P Ulala's Dance or 2P Ulala's Dance are completed
- Returning to the Main Menu from the Character Profile Gallery

Main Menu



Press  or  to select one of the following options and press the  button or the  button to confirm:

- 1P Game
- 2P Game
- 1P Ulala's Dance
- 2P Ulala's Dance
- Character Profile
- Changing Room
- Options

NEWS FLASH!

For further information on each of the Main Menu options, see the following sections of this manual.

1P Game

Launch straight into a new one player game. After selecting 1P Game, the Report Select Screen will be displayed.

Selecting a Report

Press **←** or **→** to select a stage for Ulala to report on. At the beginning of the game, only the first report can be selected, but as a report is completed, Ulala will move on to the next report. When progress is saved, the status of visited reports is saved too, and when the Report Select Screen is next accessed you can access any report that has already been visited.

Once a report has been selected, a brief cinematic sequence will be displayed. Press the **▶** START button to skip the sequence, and any other cinematic sequences displayed during the game.

2P Game

Enjoy Ulala's adventures with a friend! The first player controls the actions performed by pressing **↑**, **↓**, **←** and **→**, and the second player may press the **⊗** button and **⦿** button using a second Analog Controller (DUALSHOCK®2) inserted into controller port 2 to activate the Hey! and Chu! actions.

Before the game gets underway, Player 1 must select a report to play using the Report Select Screen. During the game, either play can press the **▶** START button to bring up the Pause Menu.

NEWS FLASH!

For further information on the Report Select Screen, please see the Selecting a Report section, outlined earlier in this manual.

1P Ulala's Dance

Get into the groove and strut your stuff by completing 100 consecutive, quickfire dance challenges. Ulala's View Rating will rise as she successfully completes dance challenges, but make one mistake and you'll have to start all over again!

NEWS FLASH!

Perform well in 1P Ulala's Dance to unlock some of the funky costumes in Ulala's wardrobe!

NOTE: Within 1P ULALA'S DANCE or 2P ULALA'S DANCE modes, the first player may move the camera by pushing the left analog stick in any direction.

2P Ulala's Dance

Take on 100 consecutive dance challenges with a partner! Don't make any mistakes or you will have to go right back to the beginning and try again!

The first player controls the actions performed by pressing **↑**, **↓**, **←** and **→**, and the second player presses the **⊗** button and **⊙** button using a second Analog Controller (DUALSHOCK®2) inserted into controller port 2 to activate the Hey! and Chu! actions.

NEWS FLASH!

Rumour has it that there is a special costume that can only be obtained by completing 2P Ulala's Dance!

Character Profile

Get some inside information and find out more about the characters featured in SPACE CHANNEL 5™ - PART 2 in the Character Profile Gallery. However, many of the characters must be successfully rescued by playing the game before you can check out their details!

Press **↑** or **↓** to select the group of characters you want to view, then press the **⊗** button or the **⊙** button to confirm. Press **←** or **→** to cycle through the available characters in the Character Profile Gallery and press the **⊗** button or the **⊙** button to view their details. Press the **△** button or the **⊕** button to return to the gallery.

NEWS FLASH!

Watch out for tips and secret information in the Character Profile Gallery that may help you progress through the game!

Changing Room

Ulala will discover all kinds of weird and wonderful outfits during her adventures in space. Visit the Changing Room to check out Ulala's wardrobe and select outfits for her to wear. Any items that Ulala may have found on her travels will also be stored here.

You may dress Ulala in an outfit from the Changing Room and play through reports that have already been completed.

press **↑** or **↓** to highlight either Costumes or Item, then press **←** or **→** to cycle through unlocked outfits and items stored in the Changing Room. Press the **⊗** button or the **⊙** button to change costume/item and then press again to view a close-up. If you are happy with the costume/item, press the **⊗** button or the **⊙** button to confirm your selection, if not press the **△** button or the **■** button to return to the Changing Room. Press the **△** button or the **■** button again to return to the Main Menu.

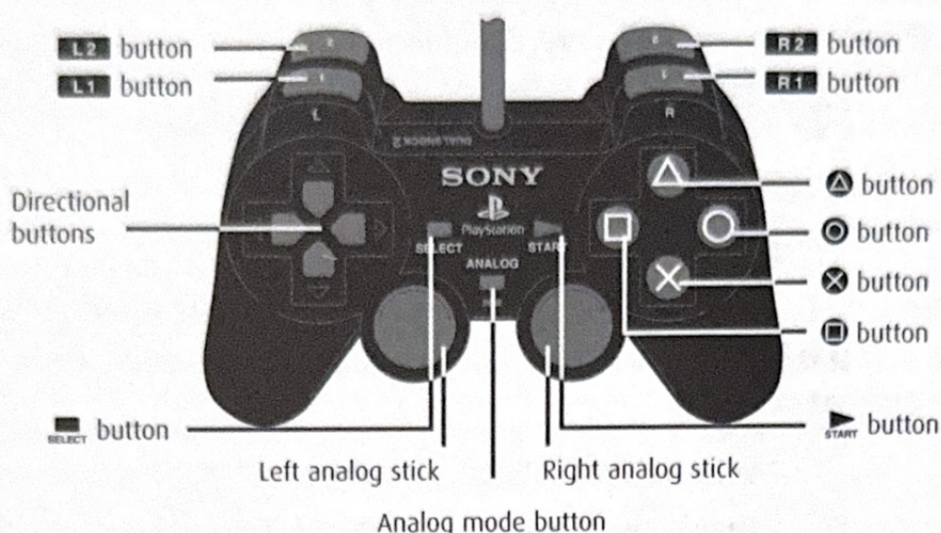
The Options Menu

Select Options from the Main Menu in order to modify game settings. Press **↑** or **↓** to select a setting from the following options, then press **←** or **→** to change preferences:

Sound	Select either Stereo or Mono
Vibration	Toggle the vibration function of the Analog Controller (DUALSHOCK®2) ON or OFF
Lyrics	Toggle the karaoke subtitles ON or OFF
Button Assignment	Press the ⊗ button or the ⊙ button to access the Button Assignment Screen in order to customise controls. Press ↑ or ↓ to scroll through the Up, Down, Right, Left, Chu and Hey commands, and then press ← or → to alter the button assigned to that command. Press the ⊗ button or the ⊙ button to confirm the assignment. Player 2 may also customise their button assignment, if a second Analog Controller (DUALSHOCK®2) is inserted into controller port 2
Dialogue	Increase or decrease the volume of dialogue
Music	Increase or decrease the volume of music
Reset to default	Return all options to their original settings
Load	Load game data from a Memory Card inserted into MEMORY CARD slot 1. This will replace the current game data

Press the **△** button or the **■** button to leave the Options Menu and return to the Main Menu.

Default Controls



↑/↓/←/→:

Make Ulala dance!

○ button:

Hey! (Shoot to rescue humans)

× button:

Chu! (Shoot to eliminate enemies)

▶ button:

Pause

NEWS FLASH!

Controls can be customised using the Button Assignment Screen, which can be accessed from the Options Menu. For further information on modifying controls, please see the Options Menu section outlined earlier in this manual.

Pause Menu

Press the ▶ button at any time during play to pause the game and access the Pause Menu. Press ↑ or ↓ followed by the × button or the ○ button to select one of the following options:

Continue from Midway
Continue from Start
Save and End

Return to the beginning of the last area
Return to the first area of the current report
Save any newly obtained items and rescued characters and return to the Title Screen

Press the ▶ button again to return directly to the game.

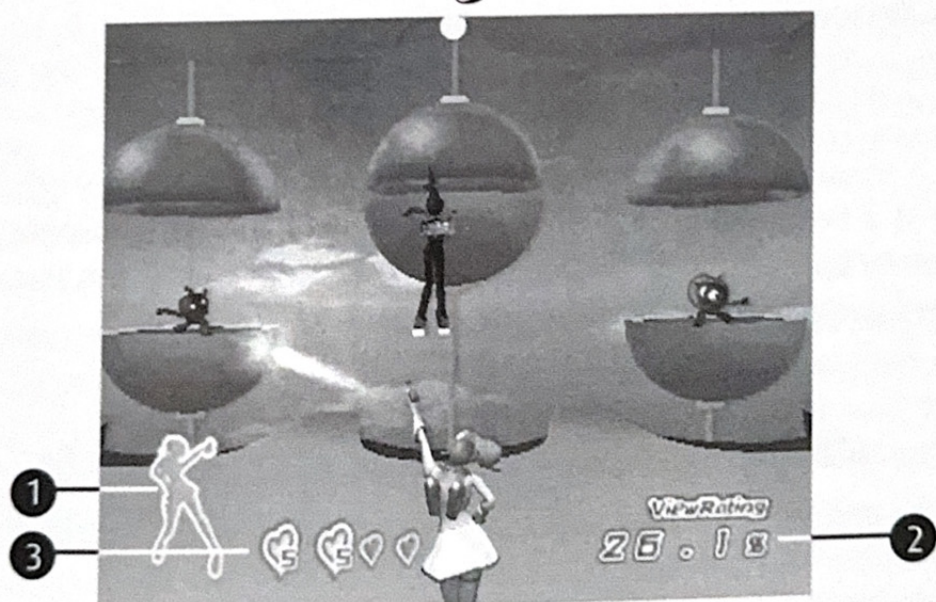
The Game Screen

Dance Battle



- 1 Turn (Highlights whether Ulala or her opponent is currently active)
- 2 Current Viewer Ratings
- 3 Hearts (The number of times Ulala can fail)

Shooting Battle



- 1 Turn (Highlights whether Ulala or her opponent is currently active)
- 2 Current Viewer Ratings
- 3 Hearts (The number of times Ulala can fail)

Playing the Game

The basic rule of the game is simple - control Ulala by learning and copying opponents' dance steps!

Try to raise Ulala's TV View Rating by mimicking her adversaries steps successfully, but watch out! If you get them wrong, her View Rating will drop!

Pink Hearts, Gold Stars and View Rating

As Ulala enters a dance battle, the number of Pink Hearts displayed on screen indicates the number of times she can make mistakes when copying her adversaries moves. Keep as many Pink Hearts as you can, as they boost Ulala's View Rating once the battle is over.

Aim to keep Ulala's View Rating as high as possible. During a boss battle, Ulala's View Rating is transformed into a corresponding number of Gold Stars. Gold Stars are lost as and when Ulala makes mistakes - so be careful - if Ulala loses all of her Gold Stars the game will end!

Rescuing Hostages and Vaporizing Enemies

Ulala is the only one who can rescue human victims that have been forced to dance by the Rhythm Rogues. If her report is successful and she out-dances and out-shoots her opponent, the humans will be freed!

During a Shooting Battle, Ulala's microphone changes into a ray gun, also known as a Tension Blaster. If she times it right, Ulala can eliminate enemies by firing the Chu! beam (press the ⊗ button) and can rescue humans by firing the Hey! beam (press the ⊙ button).

How to Win a Dance Battle

1. Watch and listen to your opponent carefully and pay close attention to the timing and movements of their dance steps
2. When it's Ulala's turn to boogie, perform the Up! Down! Left! Right! Chu! and Hey! actions in the same order and timing

If you can feel the rhythm and remember the moves you will be successful!

How to Win a Shooting Battle

1. Watch and listen to your opponent carefully and pay close attention to the timing and movements of their dance steps
2. When it's Ulala's turn to shoot, perform the Up! Down! Left! and Right! actions in the same order and timing to aim the ray gun
3. Press the  button to fire the Chu! beam and shoot enemies!
4. Press the  button to fire the Hey! beam and rescue Humans!

NEWS FLASH!

If you accidentally shoot humans with the Chu! beam, Ulala's View Rating will fall!

Rhythm Battles



At certain stages of the game, Ulala will take control of a musical instrument and must go head-to-head against another character in a Rhythm Battle.

Follow the rhythm of your opponent's instrument and play in time to defeat them!

Lyrics Battles

In these karaoke style battles, Ulala and her crew of rescued humans must engage the enemy in a singing duel. The enemy will sing a line from a song and also perform a series of dance steps. Ulala's crew will reply with their own song, but Ulala must time the dance steps just right in order for the humans to be victorious!

NEWS FLASH!

The lyrics are displayed on screen - singing along is optional!

Results Screen

At the end of a report, the Results Screen will summarise your View Ratings level, the percentage of human hostages rescued and if you have found any, the number of secrets and costumes unlocked.

Game Over!

Ulala's career as a reporter will be cut short if the View Rating falls to zero or if the Golden Star gauge displayed in Boss Battles is fully depleted.

NEWS FLASH!

Note that the game does not end if the number of Pink Hearts drops to zero during a battle. Instead, Ulala's downfall will be her failure to save enough humans hostages, or if her View Rating drops to zero.

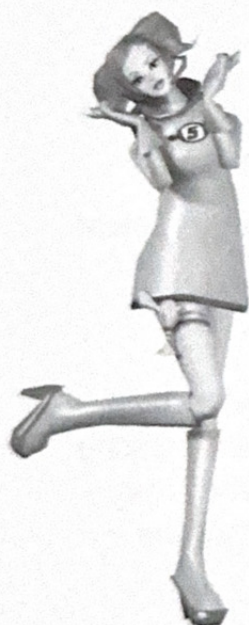
Continue Menu

When the game is over, the Continue Menu will be displayed. Press **↑** or **↓** followed by the **⊗** button or the **⊙** button to select one of the following options:

Continue from Midway	Return to the beginning of the last area
Continue from Start	Return to the first area of the current report
Save and End	Save any newly obtained items and rescued characters and return to the Title Screen

Cast of Characters

Ulala



Our favourite funky diva is back! Although she's saved the universe once, Ulala is still a rookie Space Channel 5 reporter spending her days being shouted at by her boss. At the moment, Ulala is even more determined than ever to become the number one reporter in the galaxy. She also hopes to become re-acquainted with the Space Channel 5 reporter who saved her from deep space when she was a child.

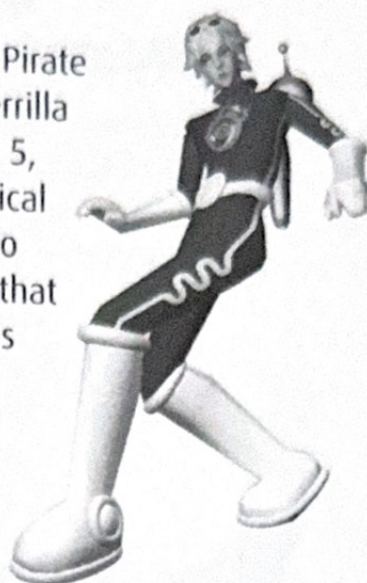
Whenever she doesn't have to go to work the next day, Ulala goes dancing until dawn. She always wears a headphone helmet, and moves her body to the beat, gaining her energy through music. Ulala is also a dedicated follower of fashion, but she doesn't want to look like somebody else, so she makes sure to include her own ideas in whatever she wears.

Fuse

The aptly named Fuse has a notoriously short temper. The 35 year-old director was once a key news reporter, but has recently been under a lot of pressure from his superiors and has been stressed out about the declining View Ratings. This anxiety is likely to shorten his temper even further...

Jaguar

The mysterious, handsome reporter for Space Pirate Broadcasting Station. Jaguar specialises in guerrilla reporting and used to work for Space Channel 5, but it is rumoured that he was fired for unethical reporting. He thinks that he can do anything to pursue the truth, and has no mercy for those that get in his way. Ever since he was fired, he has hated Space Channel 5.



Space Michael

The new super star Chief Director of Space Channel 5. His dancing ability is legendary, and he watches over Ulala and the rest of his team with a tender eye.

Pudding

A 19 year-old former teen idol, Pudding is a reporter for Channel 42. She has many adoring fans, yet harbours a strong jealousy towards Ulala. She has a destructive, unpredictable personality, but is a fantastic guitar player.



Pine

A foxy space policewoman with a reputation for keeping strictly to the rules, Pine has been specially assigned to the east block of the Galaxy. She is a beautiful woman who likes nothing better than to lay down a groove on her drum kit.

Peace

The Space President tries hard to keep the cosmos a place full of happiness and smiles. The energy he radiates when he sings is said to cure even the blackest of hearts.

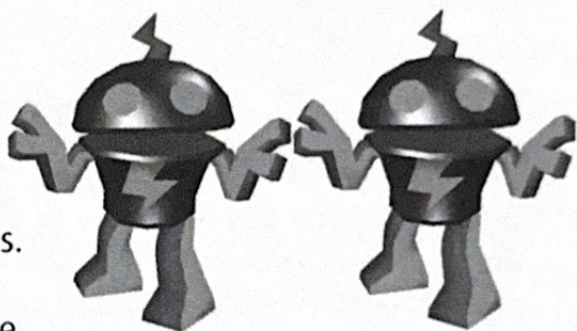


Purge

Master of a mysterious dance group, the 'Rhythm Rogues'. Apart from the fact that he is the best dancer in the galaxy, his secretive nature means that there are very few details available on Purge.

Rhythm Robots

The members of the Rhythm Rogues dance group. A naïve bunch, they follow their leader Shadow's orders without any consideration for themselves. Their eyes inflict the notorious Electric Dance Beam that forces humans to dance.



Shadow

Shadow is the Rhythm Rogues' action commander. He leads the Rhythm Robots, assaulting various locations and kidnapping humans. Shadow is instantly recognisable due to his overacting and ever present red scarf. His instrumental passion is the keyboard.

Credits

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European Product Manager	Mathew Quaeck
Senior Producer	Matt O'Driscoll
Technical Producer	Elliott Martin
Commercial Manager	Mark Horneff
QA Department	Chris Geiles
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Special Thanks	Jens Geffert

Special Thanks also to Sony Computer Entertainment Europe

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• UK	08705 99 88 77 National rate. Calls may be recorded for training purposes	(No longer available)

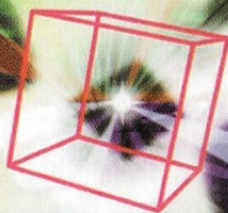
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PlayStation®2



PAL

RezTM



OPEN YOUR SENSES

SEGA[®]

SCES-50612

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